

AIR

CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

Character Stats:

Reflex -1, Heart +1, Mind +1, Bend 0

Faction Stats:

Water +1, Fire -1, Earth 0, Air +1, Non-Benders 0

Demeanor:

LNC: _____

GNE: _____

Gear/Living space, 3 assets:

= _____

= _____

= _____

Debts:

- During your training, you fell to your death but were saved. Owe them 1 Debt.
- You helped someone through a painful time in their life. They owe you 1 Debt.
- You saved an important person in Government. The State owes you 1 Debt.

BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Air Push
- Air Pull
- Heat/Freeze
- Feather Fall
- Vertical/Movement Assist (+1 on Unleash and Attack, where appropriate.)
- Acrobatics (+1 to Escape a Situation, where appropriate)
- Discrete Use/Quickdraw

STATS

Character Stats:

Reflex

Heart

Mind

Bend

Faction Stats:

Water

Fire

Earth

Air

Non-Benders

HARM



On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

NOTES:

CORRUPTION + FATAL ACTS

Fatal Acts:

Stealing Someone's Breath (Roll -1)

Corruption:

Fatal Act

Killing Someone



WATER

CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

Character Stats:

Reflex 0, Heart +1, Mind +1, Bend -1

Faction Stats:

Water +1, Fire -1, Earth 0, Air 0, Non-Benders -1

Demeanor:

LNC: _____

GNE: _____

Gear/Living space, 3 assets:

= _____

= _____

= _____

Debts:

- During your training, someone who wasn't your mentor saved you. Owe them 1 Debt.
- You put your life in danger for someone. They owe you 1 Debt.
- You failed to keep someone safe. You owe someone of their choosing 1 Debt.

BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend - Heat/Freeze
- Redirect Flow - Steal from Other Bender
- Vertical/Movement Assist (+1 on Unleash and Attack, where appropriate.)
- Vegetation Manipulation
- Discrete Use/Quickdraw
- Bind-ed Bending

HARM



On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

CORRUPTION + FATAL ACTS

Fatal Acts:

Blood Bending (Roll -1)

Corruption:

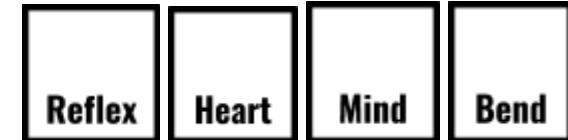
Fatal Act

Killing Someone

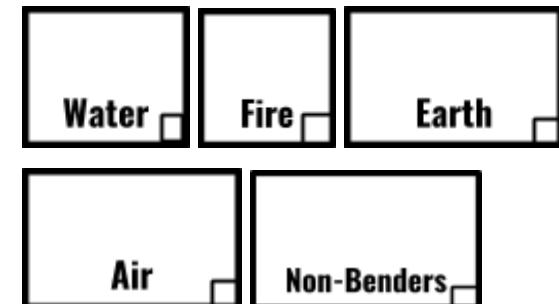


STATS

Character Stats:



Faction Stats:



ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

NOTES:

EARTH

CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

Character Stats:

Reflex 0, Heart 0, Mind -1, Bend +1

Faction Stats:

Water 0, Fire -1, Earth +1, Air 0, Non-Benders -1

Demeanor:

LNC: _____

GNE: _____

Gear/Living space, 3 assets:

= _____
= _____
= _____

Debts:

- Early in your training, you hurt someone and they could never recover. You owe them 1 Debt.
- A friend came to the city and you helped them somehow. They owe you 1 Debt.
- You lost control and destroyed a Government something. You owe The State 1 Debt.

BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Ground Shape
- Sand Proficiency
- Vegetation Manipulation
- Vertical/Movement Assist (+1 on Unleash an Attack, where applicable.)
- Steal from Other Bender
- Ground Levitation
- Discrete Use/Quickdraw

HARM



On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

CORRUPTION + FATAL ACTS

Fatal Acts:

Metal & Lava Bending (Roll -1)

Corruption:

Fatal Act

Killing Someone

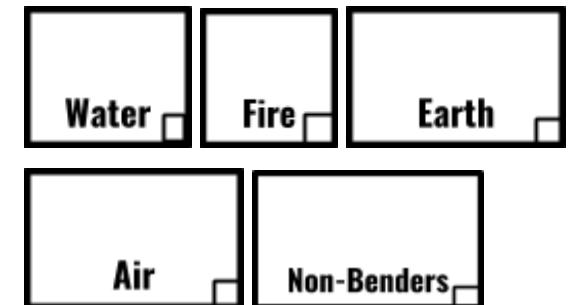


STATS

Character Stats:



Faction Stats:



ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

NOTES:

FIRE

CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

Character Stats:

Reflex +1, Heart -1, Mind 0, Bend 0

Faction Stats:

Water -1, Fire +1, Earth 0, Air -1, Non-Benders 0

Demeanor:

LNC: _____

GNE: _____

Gear/Living space, 3 assets:

= _____

= _____

= _____

Debts:

- You were spared in an Agni Kai. You owe them 1 Debt.
- You could be ratted out, but you weren't. You owe them 1 Debt.
- You aided someone using your bending, and became close. They owe you 1 Debt, take +1 Faction when talking with them.

BENDING

Choose 4 (Must choose at least 1: Damage, Defend)

- Damage (allows harm using bending)
- Defend
- Redirect Flow - Fire Breath
- Discrete Use/Quickdraw - Dark Flame
- Create out of Nothing
- Vertical Movement Assist (+1 on Unleash an Attack where applicable)
- Bind-ed Bending

HARM



On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

CORRUPTION + FATAL ACTS

Fatal Acts:

Lightning Bending (Roll -1)

Corruption:

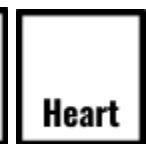
Fatal Act

Killing Someone

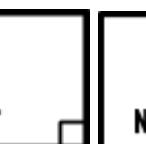


STATS

Character Stats:



Faction Stats:



ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional attributes to bending (max 2)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

NOTES:

NON-BENDER

CHARACTER CREATION

Name:

Age:

Gender:

Orientation:

Character Stats:

Reflex -1, Heart 0, Mind +1, Bend 0

Faction Stats:

Water 0, Fire 0, Earth 0, Air 0, Non-Benders +2

Demeanor:

LNC: _____

GNE: _____

Gear/Living space, 3 assets:

= _____

= _____

= _____

Debts:

- A bender damaged your leg. You have since recovered.

This person owes you 1 Debt.

- You were bailed out by a bender. You owe this person 1 Debt.

- The State looked the other way to your foul dealings. You owe the State 1 Debt.

SKILLS

Add Defend, Attack, Choose 2 Utilities:

- Crossbow
- Brass Knuckles
- Grapple Hook
- Staff
- Non-Lethal Grenades of Choice x2, MC approval
- 1 Firearm of choice, MC approval

Choose 2 Trainings:

- Stealth/Quickdraw
- Tech
- Endurance
- Strength
- Insight/Awareness (Ask MC Yes/No Question about Scene. 1 per scene, 3 per session)
- Street Smarts (Ask MC Yes/No Question about(not towards) NPC. 1 time per NPC per session, 3 per session)

HARM



On 3 or 4 Harm:

- Escape a Situation -1
- Use Your Skills -1
- Become bloodied

On 5 or 6 Harm:

- You become heavily bloodied
- You cannot Escape a Situation (on your own)
- Unleash an Attack -1
- You need immediate medical attention

CORRUPTION + FATAL ACTS

Fatal Acts:

Torture (Roll -1)

Corruption:

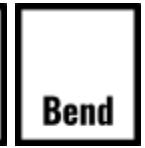
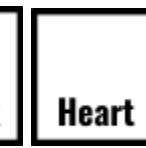
Fatal Act

Killing Someone

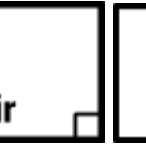
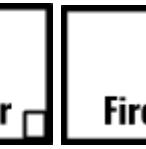


STATS

Character Stats:



Faction Stats:



ADVANCES

Once marking all factions, choose 1:

- Add 1 to any stat (max +3)
- Add additional Utility or Training (max 2 each)
- Remove 1 Corruption
- Any other applicable element, narrative allowing.

NOTES: